DESOLATOR™

HALLS OF KAIROS

LOADING INSTRUCTIONS AND CONTROLS

Commodore 64/128 Cassette:

Press **SHIFT** and **RUN/STOP** keys together. Press **PLAY** on the cassette recorder. Joystick port #1.
Leave play key depressed, each level will load sequentially from the cassette. On completion of game, rewind cassette reload first level.

Commodore 64/128 Disk:
Type **LOAD"*",8,1** and press **RETURN**. Game will load and run automatically. Joystick port #1.

Levels 1 and 2 on Side 1. Levels 3 and 4 on Side 2.

Spectrum 48/128K, +2:
Type **LOAD""** and press **ENTER**. Press **PLAY** on the cassette recorder.

When prompted to stop the tape on screen, stop the tape, wait until the music plays, press **ENTER**. The border will then go white. Then press **PLAY**.

Spectrum 48K:
Levels on side 2 are multi-load.

Spectrum 128K:
All levels load on side 2 as one load.

Spectrum +3 Disk:
Insert disk, turn on computer and press **ENTER**. Game will load and run automatically.

Amstrad CPC Cassette:
Press **CTRL** and small **ENTER** keys. Press **PLAY** on the cassette recorder. When counter on loading screen reaches zero follow one of the following options:

1. Zero tape counter on your cassette recorder. When your game ends, if you wish to replay, rewind the tape until counter reads zero.
2. Rewind side 2 and press **PLAY**.

In both cases leave play key depressed as each level will be loaded automatically.

Amstrad CPC Disk:
Type **RUN"DISK** and press **ENTER**. Game will load and run automatically.

Atari ST Disk:
Turn on computer, insert disk. Game will load and run automatically.

CONTROLS

AMSTRAD
Joystick:
SPACE – Jump
FIRE – Punch
Keyboard:
M – Left
. – Right
Q – Up
A – Down
SPACE – Punch
ESC – Jump

SPECTRUM
Keyboard is user redefinable.
Default keys are:
A – Up
Z – Down
X – Left
C – Right
V – Punch
SPACE – Jump
P – Pause

ATARI ST
Joystick:
SPACE – Jump
FIRE – Punch
Keyboard:
Cursor Keys
ENTER – Punch
SPACE – Jump
F1 – Restart game
F2 – Pause

CBM 64/128
RUN/STOP – Pause
SPACE – Jump
FIRE – Punch (Joystick)

CHARACTERS

MAC, the hero (player)
(Atari ST only)

He enters the castle to save the PETERS and once the RED PETER is secured he gets a POWER UP which transforms him into the invincible MACHOMAN.

MAC, the hero (player)
(CBM 64/128, Amstrad, Spectrum versions)

He enters the castle to save the PETERS. Once he has collected the required number (9 – Amstrad, 6 – CBM 64/128, 6 – Spectrum) he gets a POWER UP which transforms him into the invincible MACHOMAN.

The following characters and features appear in the Atari ST version only, due to the memory restrictions of the other machines:

DOM, KAIROS's son
Rounding himself into a ball shape, he rolls toward MAC and rises up at a nearby position and tries to kick him.

HENCHMEN 2, Deburacho and Gaburacho Brothers.
They attempt to capture MAC and upon making contact with him, they start to apply a lying down hold. Shake them off by moving the joystick....

PETERS
Red Peter gives you a POWER UP to transform you into the invincible MACHOMAN.
Blue Peter increases your speed. Capturing two of them in two steps results in attaining the maximum speed.
White Peter enables you to score points.
Green Peter gives you an additional life.

TIMEKEEPER CHARACTERS

Bat
When MAC stays in the same room for too long, it comes to attack him.

Bee
Just as in BAT when MAC is in the same room for an excessive period of time, this comes flying at him.

BONUS CHARACTERS

That were transformed when destroying the TELEPHONE ... capturing these items will score you points.

Angel
The Deburacho and Gaburacho Brothers transform into an ANGEL. By capturing it, you will become invincible.

Panda
Dom transforms into a PANDA.

Cat
PARJO and the ZOMBIES transform into a CAT.

Devil's Child
Capturing this will cause you to lose your earned POWER UP.

All characters and features that follow are available on all formats unless otherwise indicated:

KAIROS, the Great Satan
Only its head appears in STAGE 1 and a multiple KAIROS in STAGE 2 can attack you in various ways. You can easily destroy him by reading his movements in advance.

BAJO, KAIROS' mother (CBM 64/Atari ST only)
Manipulates ZOMBIES in STAGE 3 and PARJO in STAGE 4. She moves swiftly and fires flame shots from her cane. The only way to down her is to anticipate where she will move, wait in ambush and hit her when she least expects it.

HENCHMEN 1
A lower ranked henchman, who when making contact with MAC absorbs his energy. You can easily punch him. The one in the blue suit requires one punch and the other in the green suit requires two punches.

PARJO, KAIROS' daughter (CBM 64/Atari ST only)
She has a basketful of apples which she throws at MAC and goes away once pursued. If you corner her, punch once and she'll fly away screaming.

JIDAN, the castle's guardsman
Hiding himself in the straw and boxes, he attacks swiftly when MAC comes close to him.

FIREMAN
Suddenly appears or ambushes MAC on the bridge. He fires flame shots while obstructing MAC. He can be sent flying by a punch.

ARMOR
Attacks by throwing his sword.

FEATURES

Barrel
Rolls towards you, but by punching it, it can be turned into one of your weapons.

Jar
If skillfully handled can become one of your weapons. Under it you will find a $\boxed{?}$ mark. Depending on your score when capturing the mark, the enemy may change.

Clock
Stops enemy movements momentarily.

Mine
Step on it and you will lose a life.

Doll
The on-screen enemies disappear when destroying the laser emitting DOLL's head.

Deer's Head
The on-screen enemies disappear when you destroy it by punching only whilst no flame is emitted.

Mask
Just as in the DOLL, DEER'S HEAD and GAS PIPE destroying this causes your on-screen enemies to disappear.(GAS PIPE Atari ST only)

Warp
Mounting this will instantaneously take you to a completely different place.

Energy
Increase your energy by capturing this.

Money Bag
Increase your score by capturing this.

Bomb
(Spectrum and Atari ST only)
By pushing the PUNCH button, fire the bombs from your finger tips at the enemies facing you.

Boomerang
(CBM 64, Amstrad and Atari ST only)

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CBM 64/128
RUN/STOP – Pause
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Rounding himself into a ball shape, he rolls toward MAC and rises up at a nearby position and tries to kick him.

HENCHMEN 2, Deburacho and Gaburacho Brothers.
They attempt to capture MAC and upon making contact with him, they start to apply a lying down hold. Shake them off by moving the lever sideways. Gaburacho wears blue pants and Deburacho, green ones. Gaburacho is the stronger of the two.

ZOMBIE
Appears alone and is manipulated by BAJO. ZOMBIES are the girls who were taken away by the KAIROS long ago and a number of them will try a lying down hold on MAC.

FEATURES

Telephone
Transforms all of the enemies of which one is a secret invincible character.

Gas Pipe
Your enemies disappear if you destroy the tip of the gas pipe.

Energy Bomb
Can destroy the enemies in a straight line.

FIREMAN
Suddenly appears or ambushes MAC on the bridge. He fires flame shots while obstructing MAC. He can be sent flying by a punch.

ARMOR
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FEATURES

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(Spectrum and Atari ST only)
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Boomerang
(C64, Amstrad and Atari ST only)
Can destory your enemies on the curves.

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